GAMESTAR™

Present

GFL CHAMPIONSHIP FOOTBALL

Player's Guide for Amstrad CPC Cassette & Disk ZX Spectrum 48K/128K/+

PLAYER'S GUIDE

PRE-GAME BRIEFING

[] Football – American style. It's a game that requires guts, fitness, strategy, agility – and most importantly – teamwork. You haven't experienced American Football until you've been down on the field with a massive outside backliner headed straight for you and nobody blocking him.

[] This Player's Guide won't teach you the rules of American Football, but it will give you enough information to help you develop the strategies and skills to make you play like a pro. – you can become the on-field star in *GFL Championship Football*.

[] You may choose to play by yourself against a crack computer team – select any team in the League, from top to bottom. Or choose to play against a friend in a real battle of skill and stragegy. This *Player's Guide* gives you all of the vital information you'll need, so keep it with your kit!

GETTING STARTED

1. AMSTRAD CPC CASSETTE
   A. Switch your TV/Monitor and Computer ON.

   B. If your computer has a built-in disk drive you should now connect a compatible cassette player to your computer and then type |tape and press RETURN. This sets your computer ready to load from cassette.

   C. Insert your cassette into the cassette player. Ensure it is fully rewound.

   D. Press the CTRL and the small ENTER key together, then press the PLAY key down on the cassette player.

2. AMSTRAD CPC DISK
   A. Switch your TV/Monitor and Computer ON.

   B. If your computer has a built-in cassette player you should switch your computer OFF and connect a compatible disk drive to your computer. Now switch the disk drive and the computer ON and type | disc and press RETURN. This sets your computer ready to load from diskette.

   C. Insert the diskette into the disk drive, label side up.

   D. Type RUN " DISC then press the ENTER key.

3. SINCLAIR ZX SPECTRUM
   A. Connect your cassette player to your Spectrum computer in the usual manner. (If your computer features a built-in cassette player this is already done).

   B. If you wish to use a joystick, insert the necessary interfaces now. (See joystick Notes below for details of compatible joysticks).

   C. Switch your TV/Monitor, cassette player and Computer ON. (If your computer now shows a menu screen, you must select 48K BASIC).

   D. Insert your cassette into the cassette player. Ensure it is fully rewound.

JOYSTICK NOTES

Amstrad CPC owners may use any CPC compatible joystick.

Interfaces that may be used by Spectrum owners are Kempston, Interface II and cursor compatibles.

CONTROLS

All controls and movements allowed are listed throughout the PLAYER'S GUIDE as JOYSTICK controls or FUNCTIONS. Amstrad and Spectrum players may prefer to use keyboard keys instead for Players 1 and 2, and these are listed against the equivalent feature below. Refer to this table when playing by keyboard, P1 indicates Player 1, P2 indicates Player 2, and Functions A – D are specific featured which may be used.

Keyboard control table for GFL CHAMPIONSHIP FOOTBALL

Player No./Function	Spectrum Key	Amstrad Key	Commodore Key
P1 – Joystick FORWARD	Q	Q	Joystick FORWARD
P1 – Joystick BACKWARD	A	A	Joystick BACKWARD
P1 – Joystick LEFT	Z	Z	Joystick LEFT
P1 – Joystick RIGHT	X	X	Joystick RIGHT
P1 – Joystick BUTTON	C	C	Joystick BUTTON
P2 – Joystick FORWARD	K	CURSOR UP	Joystick FORWARD
P2 – Joystick BACKWARD	M	CURSOR DOWN	Joystick BACKWARD
P2 – Joystick LEFT	B	CURSOR LEFT	Joystick LEFT
P2 – Joystick RIGHT	N	CURSOR RIGHT	Joystick RIGHT
P2 – Joystick BUTTON	L	COPY	Joystick BUTTON
Feedback disable	F	F	F3
Feedback on	CAP SHIFT	/ESC	RUN/STOP
Re-set	SPACE		

SELECTING YOUR GAME

AMSTRAD USERS NOTE: During game selection press the X key to select.

[] Once the program has loaded into your computer, you may choose from several gameplay options; Choose these options carefully, using the on-screen prompts as a guide.

1 or 2 Player Game

[] The first screen allows you to choose a ONE PLAYER game (against a computer team opponent) or a TWO PLAYER game (against a human opponent). Push joystick 1 forward or backward to move the footballs os they rest next to your choice – and then press the joystick button to confirm that selection.

4 and 7 Minute Periods

[] Now, you must select the length of each of the game's four periods – 4 or 7 minutes. A *GFL Championship Football* chalkboard will be displayed with a football and the numbers 4 and 7 upon it. Move the football so that it rests beside the number of minutes you require each period length to be – move the football by pressing the joystick in port 1 forward or backward. Once the football is beside your choice, press the fire button on the joystick/keyboard.

Drafting a Team

[] Whether you're playing against the computer or a friend, you and your opponent must now select your teams. You can choose from among 28 teams divided into four divisions – WEST, EAST, NORTH and SOUTH – all ranked in eight categories according to the skills of their players and coach.

[] The division names now appear in the upper right-hand corner of your screen. The teams within a division appear in the middle portion of the screen. Notice at the bottom of the screen the words CANCEL and CONTINUE. You can move the joystick forward and back to make selections from this screen using the football as your marker, and the fire button to register your selection, as on previous screens.

[] Each player follows a three step process during the *GFL Championship Football* draft:

1. Player One begins by selecting the division required (move joystick 1 forward or back to position the football, and press the fire button to register that selection).

2. Player One now selects their team from the chosen division in a similar manner. (See also the Team Ranking section below).

3. Player One moves joystick 1 forward or backward to move the football to either the CANCEL or CONTINUE options at the bottom of the screen, and pressing the fire button when the footballs are beside the desired option. If CANCEL is selected, Player One can alter all of the selections already made (and will repeat stages 1-3). If CONTINUE is chosen, all of the selections made will now be registered, and the game will continue.

[] If a one player game has been selected earlier, Player One now repeats stages 1-3 above *using joystick 1* to draft the computer's team, and hence choose the opposition to be played against.

[] If a two player game has been selected earlier, Player Two now repeats stages 1-3 above but *using joystick 2.*

[Team Ranking]

Also highlighted during the team draft are the team's ranking in each of eight skill categories – quaterback (QB), running back (RB), offensive line (OL), receivers (RC), defensive line (DL), linebackers (LB), defensive back (DB) and coach (CH). The rankings are based on a 1 to 3 point system, with 3 the highest and 1 the lowest. The computer uses these rankings while manipulating players during *GFL Football* games.

GAMESTAR GFL FOOTBALL – RULEBOOK SUMMARY

[] Gamestar GFL Football is played between two teams; in this case either 1 player -v- the computer, or 1 player -v- another player. Just as in the real sport, each team's objective is to score more points than the other team. Points are scored from **touchdowns, "extra" points,** and **field goals.**

[] Most of the rules you must follow are identical to those in the sport. For instance, while on offense (attacking), you have **four plays** (or moves) in which you must try to advance 10 yards and get a first **down.** If you fail, you **turn the ball over** to your opponent, who then becomes the team on offense. The computer will automatically referee the game, and switch teams between offense and defense accordingly.

[] A play is over when your **ball carrier** is successfully **tackled,** runs **out of bounds,** or drops a pass.

[] You score **6 points** for **touchdown, 3 points** for a **field goal** and **1** for a point after touchdown **(PAT).**

[] Other rules apply strictly to *GFL Championship Football.* For example, once your team is set at the line of scrimmage, you can't pass after calling a running play, nor can you run after calling a passing play or run a pass route into the end zone. Similarly, you can't "fake" a punt or field goal. Once your team is lined up in a kicking position, you'll have to kick the ball away. You still have plenty of opportunity to outsmart your opponent, however.

PLAY SELECTION

[] Having made your team selections, you are now ready for the big game. GFL Championship Football is played in two distinct modes – Scoreboard and Game – between which the screen will turn green to alert you to the mode change. Quite simply, you decide which moves (or "play") you wish your team to make in scoreboard mode, and then play to your chosen strategy in Game mode.

[] The scoreboard displays all of the information you'd find at any American Football stadium:

- The names of the teams (in their respective colours)
- The score
- The number of timeouts each team has left
- The down and yards to go for a first down
- The number of yards to go for a touchdown (use this number to figure out what yardline you're on)
- The current quarter (you'll play four)
- The game time clock (quarters can be 4 or 7 minutes long)
- A 30 second play-selection clock

[] The scoreboard also contains two PLAY SELECTION lists; on the left-hand side are the offensive (attacking) plays, and on the right-hand side are the defensive plays. Each play (name) in each list represents a different specific movement of your team once you are in Game mode, and obviously you must try to use the correct move at the relevant time – selecting a move in this way is known as "Calling a Play".

[] The colour of each play selection list indicates which team is offensive or defensive at that time respectively, and will alter during the game. Player one can call any of the plays listed in blue, player two can call any of the plays shown in red.

[] Selecting the proper play is the defensive coach's only strategic weapon, forgetting to pick a defensive set in time could be the difference between winning and losing. Getting caught in the wrong defense often means giving up a big gain or an easy touchdown.

[] To see all of the play choices available to you, push the joystick forward or backward. As you do, the play choices will scroll past. The one in the middle of the list at any time will be highlighted white – you should ensure that your intended play is the highlighted item. In a two player game, you'll both have 30 seconds in Scoreboard mode to select your next play. In a one player game, your time allowed to select a defensive play reduces with each time period, which adds to the difficulty of the game and speeds up play.

[] When in Game mode, the scoreboard will disappear and you will see the on-field viewpoint of a specific team player, just as if you were that player on the field!

TACTICAL TIPS

[] This is it. The big-time. You've got to get out there and give it all you've got. You face some hard and tough competition; your teammates depend on your ability for fast reaction... so remember the team motto... "tactical tips and timing make top teammates!"

Kickoff

Just like the real thing, *GFL Championship Football* starts with a kickoff. The team in the red jerseys always kick off, the blue jerseys always receive.

You'll know that the game is about to start by the appearance of the Scoreboard; the word KICKOFF is highlighted in the centre of the scoreboard, and – so you'll know which team is kicking off – the teams' names appear in their respective colours.

The atmosphere is electric as the seconds to kickoff tick down. After a few seconds, the game field appears with the two teams in their respective positions. Get ready! It's fast action from now on.

The **kicking team** which is controlled by Player Two using joystick 2 (or the computer) are wearing red jerseys. The **receiving team,** controlled by Player One using joystick 1, are wearing blue jerseys and are facing you.

The **kicker** (Player 2) immediately begins his approach to the football and kicks off, with or without assistance from his "coach" (Player 2). Player 2 can help the kicker get maximum distance on the kickoff by pressing the joystick button just as his foot reaches the football.

Shortly after the kickoff, the screen perspective reverses, and you see the playing field from the eyes of the **kickoff returner** (Player 1) with two blue-clad teammates in front of you – your hands upraised in the lower half of the screen – and the football flying through the air towards you. Player 1 has complete control of the kick returner – you can advance the returner downfield, right, left, or diagonally, simply by pressing joystick 1 in the required direction.

At this point the computer takes over control of the team playing defensive, and maintains control just as long as that team is on defense.

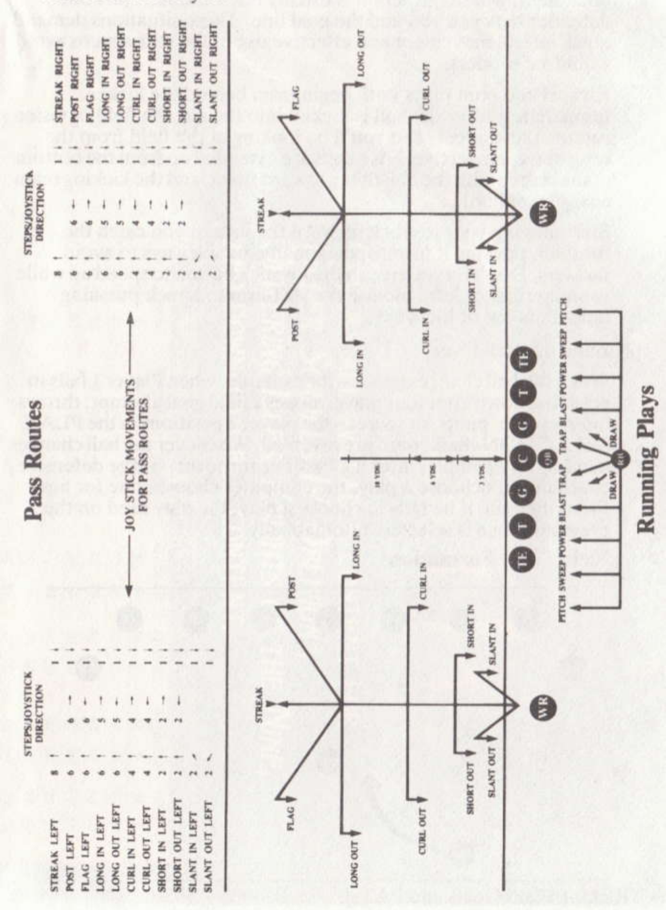
Player 1, as the returner, is now running with the ball – look for those openings in the red-jersey defense and go for it! – unless you can break into the open and score a touchdown, you'll soon be driven crashingly to the turf by a flying red-shirted tackler.

You're now ready to begin play from scrimmage.

Executing Plays

[] All plays begin with the offensive and defensive lines in the "down" position, the quarterback in place behind the centre, and the tailback and wide receivers ready to move at the snap of the ball. Your view of the field prior to the snap depends on the type of offensive play selected.

[] On **plays from scrimmage,** you see the field through the runner's or wide receiver's eyes.



[] As the **tailback** on a running play, you're standing several yards behind the QB, looking over the QB and your offensive line at the defense. That's the middle linebacker in the upright position directly ahead of you. As a **wide receiver** on a passing play, you're flanked right or left to the linemen, looking at two defenders – a cornerback and a free safety. Depending upon the defensive play called, one defender moves up to cover you just before the ball is snapped, and the other moves to a pre-assigned position. In each case, you can also see the goal posts and the fans in the end-zone seats in the background.

[] Shortly after you see the field, the quarterback begins barking out the signals "Set", "Red" (or "Black"), and "Hike", with the centre snapping the ball to him on a second "Hike". That's the signal for you to begin moving the tailback or wide receiver with your joystick. Where and how you move the joystick, of course, depends on the play you've called.

[] On **running plays,** you should begin moving the tailback toward his assigned hole as soon as the QB turns around, ready to hand off or pitch the ball out.

[] On **passing plays** you should start running the receiver soon after the centre moves". Don't jump the count, however, or you'll be called for off sides and assessed a five-yard penalty.

[] As you move downfield, you'll see the major yard lines – that is the 30, 35, 40 and so on – move toward and then under you. Moving the joystick to the 10 o'clock or 2 o'clock position lets the tailback or wide receiver cut diagonally across the field to outrun the defenders. As you do this the field appears to tilt slightly.

[] To run a **post right** route properly, first push the joystick forward until you hear the receiver take six steps, then move the joystick left and hold for another six steps. Finally pull the joystick back briefly to put the receiver's hands into position to catch the football.

[] When you put the **receiver** through his routes correctly you'll see the ball flying directly toward your receiver's upraised hands.

[] You won't see the line on long pass routes such as posts and streaks – you're looking back over your shoulders as the ball approaches your hands – and if you don't make the one-step cut-back.

[] If your receiver isn't covered too closely by his defender, he'll have a reception. Often, however, you'll run a perfect route only to come up empty-handed. The cornerback or safety can hit you from behind, knocking the ball loose. Or one of the defensive backs can dive in front of you and intercept the ball or bat it into the ground.

[] When you've taken the wrong number of steps or run too slowly or quickly, you'll see the ball fly untouched to the right or left, out of reach of your receiver's upraised hands.

[Coach calls]

The offensive team is assessed a five-yard **"delay of game"** penalty when it's coach fails to call a play before the 30-second clock runs down. The referee will blow his whistle and a **DELAY OF GAME PENALTY** message will appear on the scoreboard.

When the defensive coach forgets to make a call before the 30-second clock runs out, the defense automatically reverts to the play it used on the previous down.

Both coaches can call an **"audible"** – that is, change from the initial play to a second one – within four seconds after the offense makes it's original selection. This means a team runs the last play selected, not the first. Audiblizing allows opposing coaches to keep each other off balance!!

[Kickoffs and Punts]

The objective when kicking off and punting is to kick the ball as far as possible. You want your opponent to begin his drive forward as deep in his own territory as possible. Although they may appear different, kickoff and punting motions are similar.

Prior to kickoffs, you'll see the kicker make his approach to the ball, then swing his right leg into the ball. The kicker will now kick the ball without any assistance from you if you wish. However, you may control the distance of the kick by pressing the joystick button at this point.

Prior to punts, the kicker is standing 15 yards behind the offensive line, with his hands visible in the lower portion of the screen. You control the timing of the kick by pushing the joystick button. If you don't press the button (that is, kick the ball) a defender will block your kick.

You'll get maximum distance from kickoffs and punts by pushing the button the instance the kicker's foot hits the ball.

[Returning Kickoffs and Punts]

Kickoff and Punt returns are your opportunity to generate some excitement, and really open the game up. You'll be running in the open field, where the action is usually one-on-one... just one defender between you and the goal line. These situations demand quick lateral movement and effective use of the stiff-arm to avoid would-be tacklers.

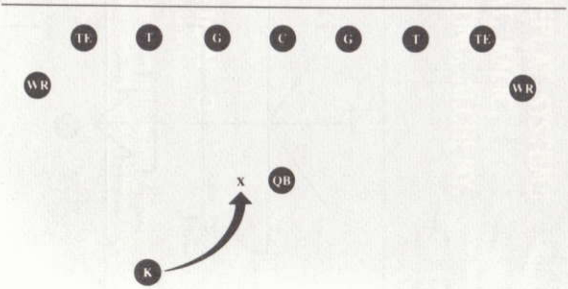
Kickoff and punt plays both begin from behind the kicker. Immediately after the ball is kicked into the air, the field of vision rotates 180 degrees, and you'll be looking at the field from the returner's perspective. His hands are extended up from the bottom of the screen with the ball flying toward them, and the kicking team charging at him!

Start moving your joystick forward the instant you catch the football, pushing it foward, diagonally, or sideways to avoid tacklers. Don't forget to push the joystick button to speed up while running right or left, and use the stiff-arm to knock pursuing defenders out of the way.

[Turning the Ball Over]

When the ball changes hands – for example, when Player 1 fails to get a first down after four plays, misses a field goal attempt, throws interception, punts, or scores – the player's positions in the PLAY SELECTION chalkboard are reversed. Whenever the ball changes hands – for example, after a kickoff or turnover – if the defensive coach doesn't choose a play, the computer chooses one for him. From then on, if he fails to choose a play, the play used on the previous down is selected automatically.

Field Goal Formation



[Kicking Field Goals and PATs]

When you select **FIELD GOAL** from the play-selection list or score a touchdown, your team subsequently lines up in the place-kick formation:

In this formation, the holder is about seven yards behind the line of scrimmage, with the goal posts and crowd in the background. As in a regular *GFL Championship Football* play, the centre snaps the ball automatically. The kicker moves forward and kicks the ball on his own, without assistance from you. to get maximum distance – and avoid a blocked kick – you must control his approach and kick with your joystick and joystick button. Push the joystick right to move the kicker toward the ball, then push the button to kick it.

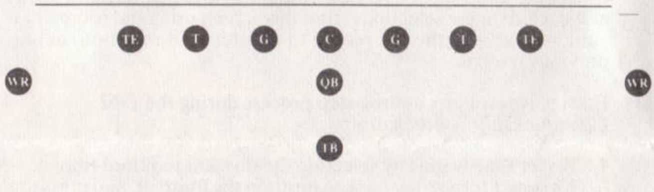
Timing is critical when kicking field goals and **points after touchdown (PATs).** As with kickoffs, you'll get maximum distance with your place kicks when you push the joystick button just as the kicker's foot reaches the ball.

As in real American Football, your chances of kicking the ball through the uprights diminish as you move further away from the goal line (the farthest you can kick a field goal is 65 yards). These odds are controlled by your timing – when you push the joystick button – and by actual game percentages programmed into *GFL Football*. When figuring out the distance you need to kick a field goal, remember to add 17 yards (10 for the depth of the end zone, seven for ball placement behind the line of scrimmage) to the "yards to goal" figure on the scoreboard.

Offensive Plays

[] In plotting your offensive game plan, you can select from a variety of plays – long and short passes, sweeps right or left, a draw, a punt or a field goal – just as you would if you were on the gridiron! Some offensive plays – the traps and blasts – are best suited to short yardage gains. Others – the streaks and post and flag pass patterns – are geared toward big pickups.

The Basic Offensive Formation



LEGEND:

QB–Quarterback
TB–Tailback
WR–Wide Receiver
TE–Tight End
C–Center
G–Guard
T–Tackle

[] The offensive plays available to you are all run from the basic formation shown below:

[] The main offensive line is made up of the **Centre (C)** with a **Guard (G)** either side of the C, a pair of **Tackles (T)** outside of each G and two **Tight Ends (TE).** In the backfield are the **Quarterback (QB)** who stands behind the C so he can take the C's snap; the **Tailback (TB)** who lines up several yards behind the QB; and two **Wide Receivers (WR)** who line up approx. 10 yards to either side of the QB and a yard behind the line of the scrimmage.

[] Once play begins, you'll be called upon to manoeuvre the TB or one of the WR (depending upon your choice of play) with your joystick. Push the joystick forward to run downfield or left or right to move laterally towards the sidelines. Your TB and WR can't run backwards while eluding defenders, but they do have two other special moves: You can make them faster when they are running laterally and you can have them throw a stiff-arm at a defender.

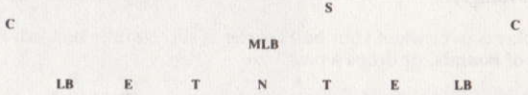
[Running Faster and Stiff-arm]

To make the ball carrier faster, push and release the joystick button rapidly as you move him left or right (be careful of running laterally too long, as a defender will eventually run you down from behind). To have the ball carrier throw a stiff-arm, jerk the joystick rapidly in the direction from which the defender is approaching. You must time this movement to match exactly the start of the defender's leap or he'll tackle you.

The Defensive Plays

- As a defensive co-ordinator, you can use a number of formations – set up a "nickel", run a "blitz", or shift your secondary right or left – when trying to stop the offense.
- Because the computer – not you – controls the movement of all the defensive players once a play begins, it's extremely important that you set up your defense in the right formation before a play begins.
- Calling a defensive play that leaves your players out of position can mean giving up a big gain or touchdown and the difference between winning and losing.

The Basic Defensive Formation

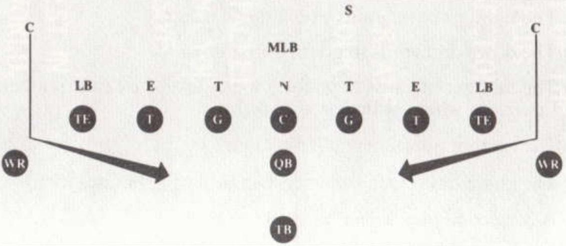


LEGEND:

MLB–Middle Linebacker
LB–Outside Linebacker
E–End
T–Tackle
N–Nose Guard
C–Cornerback
S–Safety

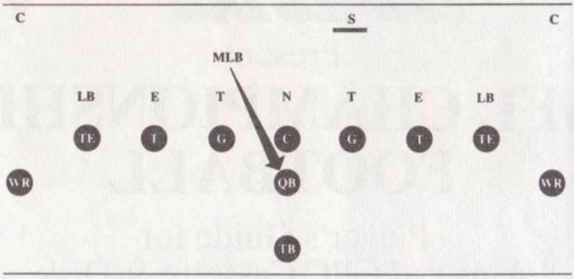
- Your defense operates according to the following basic formation.
- Up front, the basic defense comprises a **NOSE GUARD (N),** two defensive **TACKLES (T),** two defensive **ENDS (E),** and two outside **LINEBACKERS (LB)** who line up outside of and slightly behind the linemen. A **MIDDLE LINEBACKER (MLB)** who lines up behind the N, two CORNERBACKS (C) who usually cover the offense's wide receivers, and a SAFETY (S) who covers an assigned area (or zone) make up the defensive backfield.
- When play begins, the N is directly over the offensive centre, with each outside LB covering the tight ends. From the basic formation illustrated above you can run an **Inside** or **Corner Blizt, Roll** your S or one of the C right or left, or call the **Nickel.**

Running a Corner Blitz



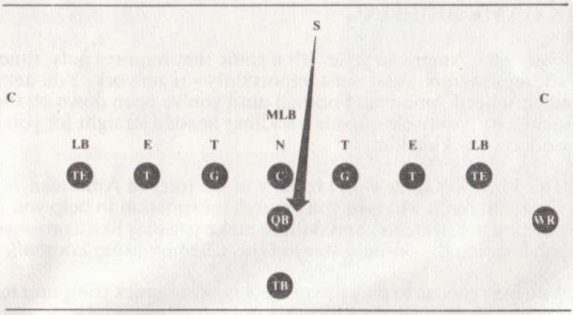
A corner blitz calls for one of the corner backs to run directly toward the quarterback. For example, on a left corner blitz, the left corner rushes the QB.

Running an Inside Blitz



An inside blitz calls for the middle linebacker to dash through the line toward the quarterback rather than drop back in pass coverage. On an inside blitz right, for example, he'll go through the hole between the centre and right guard.

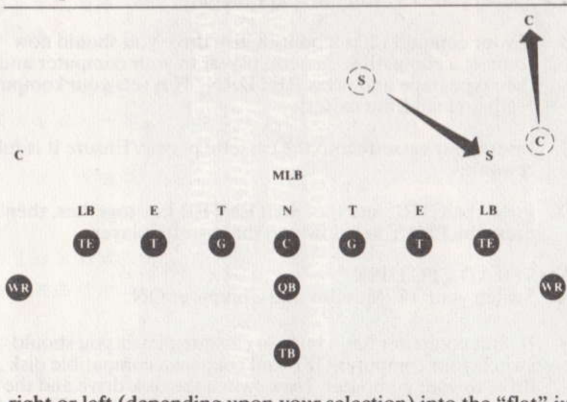
Running a Safety Blitz



A safety blitz calls for the safety to shoot the gap between the offensive centre and guard in pursuit of the ball.

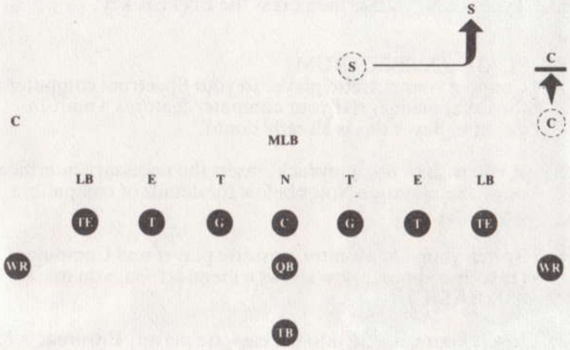
Safety Roll Right/Left

(S) indicates that the safety lines up on the side of the field you specify in your call – that is, he'll be on the right side for a safety roll right, on the left for a safety roll left. On a safety roll, the safety lines up on the right or left side and, at the snap of the ball, rolls



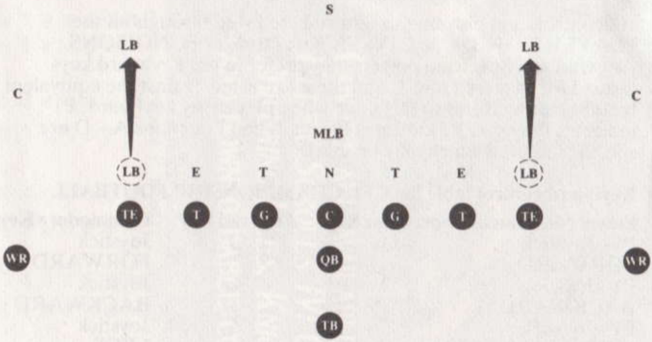
right or left (depending upon your selection) into the "flat" just behind and outside of the linebacker. The cornerback on that side drops off into the deep zone behind the safety.

Corner Roll Right/Left



(S) indicates that the safety lines up on the side of the field you specify in your call – that is, he'll be on the right side for a corner roll right, on the left for a corner roll left. On a corner roll, the cornerback (right or left, depending upon your selection) rolls up into the flat zone just behind and outside of the linebacker. The safety, who lines up on the side you've just indicated, drops off into a deep zone.

The Nickel Defense



In the nickel formation, the two outside backliners drop back into pass coverage during a pass play and drop slightly off the line on a running play. This creates a five-player ("nickel") defensive backfield, ideal for use in obvious passing situations. Be careful when you call the nickel; placing five defenders in the backfield weakens the defensive line, and you'll probably give up a big gainer if the offense surprises you with a running play.

THE GAMESTAR TEAM

GFL Championship Football

Created by: Dennis Kirsch, Mark Madland and Scott Orr
Players Guide Edited by: Elaine Dean

A Software Studios Production

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